

Gabba Gools Rule Book

Objective: The objective of Gabba Gools is, of course, to make players drink. In terms of gaining an advantage in the game however, the objective is to roll the lowest sum possible.

Necessary Items: 5 dice, a decently sized table, and a whole lot of alcohol

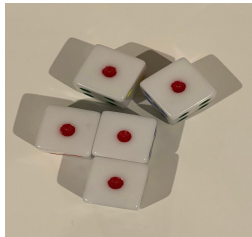
The Necessary Rule to Always Remember: The number 3 is ALWAYS equal to zero

How the Game is Played: A player begins the game by rolling 5 dice. After that first roll, the player has to leave at least 1 die on the table and roll the other 4 again, or they can leave down 2 dice and roll the other 3 again...etc. Remember the objective is to roll the lowest sum possible. So, if one of the dice in the player's first roll is a 3 and the rest are other numbers, the logical thing to do would be to leave the number 3 (because it is equal to zero in this game) and roll the other 4 dice. Once the player rolls the next four dice, the same rules apply. The player has to leave at least one die on the table and roll the remaining 3 again. Then after the player rolls the remaining three, he or she has to leave at least one die on the table again and roll the remaining two. Then the player has to leave at least one die on the table and roll the last one. After the player has rolled the last dice, the sum of all the numbers he or she rolled is his or her score for the round. So, if the first player in the group rolls and gets two 3's, a 2, a 4, and a 1, his or her total score would be seven. In order for another player to win the round, he or she will have to roll a sum smaller than seven. So if the next player goes and rolls a sum of four, then the first player who rolled can no longer win the round, and the remaining players will have to roll a sum smaller than four to win the round. Now since 3 is equal to zero, the best roll a player can get is five 3's for a total sum = 0. This magical roll is called

Gabba goals. Now, logically, one would assume the next best sum would be four 3's and one 1 (a total sum = 13), however, there are a few special rolls that are actually better than this roll...

Pure Points: Pure points are the second best roll a player can get in gabbagools. A pure point is when a player rolls five of one number.

Pure Point 1:



A pure point 1 (all 1's) is the next best roll after goals

Pure point 2:



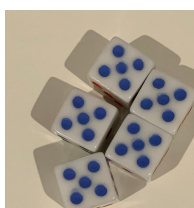
A pure point 2 (all 2's) is the next best roll after a pure point 1

Pure point 4:



A pure point 4 (all 4's) is the next best roll after a pure point 2

Pure point: A pure point 5 (all 5's) is the next best roll after a pure point 4



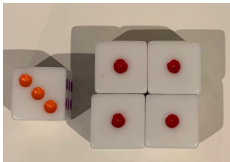
Pure point 6:



A pure point 6 (all 6's) is the next best roll after a pure point 5

Impure Points: An impure point is the next best roll one can get after a pure point. An impure point is when someone rolls one 3 and 4 of one other number.

Impure Point 1:



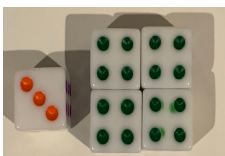
An impure point 1 (one 3 and four 1's) is the next best roll after a pure point 6

Impure Point 2:



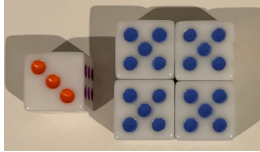
An impure point 2 (one 3 and four 2's) is the next best roll after an impure point 1

Impure Point 4:



An impure point 4 (one 3 and four 4's) is the next best roll after an impure point 2

Impure Point 5:



An impure point 5 (one 3 and four 5's) is the next best roll after an impure point 4

Impure Point 6:



An impure point 6 (one 3 and four 6's) is the next best roll after an impure point 5

How to handle a tie: If two or more players tie in a round, they have what is called a roll off. In a roll off, just like in gools, each player wants to roll the lowest number possible. However, unlike gools, in a roll off you cannot pickup dice, instead you get one chance to roll the 5 dice and your sum is your score. The lowest score is then the winner of that round of gools.

Incentive for Winning: If a player wins two or more rounds of gools **in a row**, that player gets to make a new rule

When You Have to Drink: After all this is a drinking game right? There are a few times players have to drink in Gabba Gools.

1. **All Hail the Winner:** After a player has won a round of Gabba gools, every other player has to say "Hail (name of the winner)!" and drink
2. **Social:** Whenever a player rolls a full house (two of one number and three of a different number), every player has to say "Social" and drink

3. **Last Roll 6:** Whenever a player rolls his or her last die and it is a 6 or if the player ends by leaving multiple dice and one is a 6, that player becomes what is known as the “Three man” which opens up a mini game within the grander game of Gabba Gools. This is where the real drinking begins...
- a. If two players roll a last roll 6 in a round of gools, at the end of that round, they have “a roll off” in order to determine who becomes the three man. However, in this roll off, each player only rolls one die. The player who rolls the lowest number is safe, while the player who rolls the highest number is doomed to become the Three Man
 - b. If a player successfully rolls a pure or impure point 6 (five 6's or four 6's and a 3) and ends with a last roll 6, that player is not punished by becoming three man. Instead, the player who rolled the point 6 gets to choose someone else to become three man!
4. **Sloppy Dice:** If one or more of a player's dice falls off the table when he or she rolls, he or she has to take a drink. When this happens everyone says “Sloppy dice”.

Three Man

Objective: To make players drink and create your own rules

Necessary Items: A funky outfit for the three man to wear, two dice, and a whole lot of alcohol

How the game is played: The player to the left of the Three Man begins the game by rolling two dice. If the player rolls a sum that requires someone (including themselves) to drink, the player gets to roll again (*see special rolls that require drinking below*). If a player gets 6 rolls in a row (i.e. makes players, including themselves, drink 6 times in a row) they get to make a new rule (this rule can also be applied to Gabba Gools as well as Three Man). The player then continues to roll until they no longer make players drink. Then the next player rolls the two dice. This continues until the two dice make it back to the Three Man. In order to no longer be the Three Man and to return to the regular game of Gobba Gools, the Three Man has to roll one die and cannot roll a 3. If the Three Man rolls a 3, he can roll one more die. If the second die is also a 3, the three man can pass off being the three man to another player. If the second die is not a 3, the game of Three Man continues and the Three Man is still the Three Man.

Special Rolls and Sums That Require People to Drink:

1. **A sum of 7:** If the roller gets a total sum of 7, the player to the left of the roller has to drink
2. **A Sum of 8:** If the roller gets a total sum of 8, the roller has to drink
3. **A Sum of 9:** If the roller gets a total sum of 9, the player to the right of the roller has to drink
4. **Any roll with a 3:** If either of the roller's dice is a 3, the Three Man has to drink. If double 3's are rolled, the three man takes a shot. In addition, the roller follows the rules below for doubles.

5. **Doubles:** If the roller rolls two of one number (i.e. two 4's), the roller gets to hand out that number of drinks to other players (if two 4's were rolled, the roller hands out 4 drinks). The roller could either give all the drinks to one player (i.e. four drinks to one player) or they can split it among multiple players in any combination they like (i.e. they could give one drink to four players, or they could give two drinks to one player and one drink to two different players...etc.)
6. **Social:** If the roller rolls a 1 and a 4, that is considered a social in Three Man. Every player then has to say "social" and take a drink
7. **A reversal:** If the roller rolls a 2 and a 1, then the dice are then given back to the player who rolled before the roller and dice continue to move in that new direction around the table. When the roller gets a 2 and a 1, the roller has to shout "Winston Grennan" (a Jamaican drummer). The person who would have rolled next has to drink. If your 6th roll is a reversal, you cannot make a rule even though you are making players drink because the dice are going to a different player.
8. **Sloppy Dice:** If one or more of a player's dice falls off the table when he or she rolls, he or she has to take a drink. When this happens everyone says "Sloppy dice".

First Die	Second Die	Result
1	1	Give out 1 drink
1	2	Reversal
1	3	Three man drinks
1	4	Social
1	5	Pass the dice
1	6	Left of the roller drinks
2	2	Give out two drinks
2	3	Three man drinks
2	4	Pass the dice
2	5	Left of the roller drinks
2	6	Roller drinks
3	3	Give out three drinks; three man takes a shot
3	4	Left of the roller drinks; three man drinks
3	5	Roller drinks; three man drinks
3	6	Right of the roller drinks; three man drinks
4	4	Give out four drinks; roller drinks
4	5	Right of the roller drinks
4	6	Pass the dice
5	5	Give out five drinks
5	6	Pass the dice
6	6	Give out six drinks

Additional Smoking Rules for the Daredevils:

1. Anytime a player rolls Gools, every player has to hyperspace:
each player takes a hit, holds it in, takes a shot, takes a drink of beer, and then blows out
2. Anytime a player makes a rule in gools that player takes a hit
3. Anytime a player rolls a pure or an impure point, every player takes a hit